



User Guide

Java project 2012

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Quick commands overview

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Introduction

Synopsis

(EC/JF) You are a young student, who was just admitted in the University of Poitiers, in physiologic engineering and computer science. You see that abnormal things are happening in the campus. Indeed, you quickly noticed that the campus is changing. For a moment, everything is normal, and then the next moment, the campus seems to be like in an old time. As you progress in the campus to discover the problem, you will move during the time, trying to survive against creepy assailants like zombie, native people or robot.

Purpose of the game

(EC/JF) Your aims are to find how these abnormalities occur and to resolve this problem. You must be also resolve some enigma, puzzle and doing some secondary missions in order to finish the game.

World

(EC) The universe of the game is split in four different world levels. The map of the game is compound in five buildings and ten outsides. The buildings are B2, B3, B5, B7 and the refectory.

Current world

(EC) The first world is the current world. You can go in all the map, and you meet modern existing people and can speak with them.

Past world

(EC) In this world you don't meet existing people. However, you will meet native people. These native people are only in the outside. They can be innocuous or bad. The map is not totally practicable. Indeed, only the building B2, B3 and the refectory are available.

Future world

(JF) In the same principle, you will only meet robot in this world. These robot are capables to move inside buildings and outside. The B3 building is not available.

Post-apocalypse world

(JF) This world only contains zombie, which can attack you inside the buildings, but not outside. The B5 building is not available.

People (EC/JF)

Current people

- Students
 - Imaging option : They can project you in the future world
 - Biotechnology option : They have the possibility of switch the time in order to be in the post-apocalypse world
 - Physiology option : To finish they can back in time in the past world
- Teachers

The teachers have some enigma and are important to collect information if you want to finish the game. The teachers are are placed everywhere on the map.

Current characters can interact with you, to help you in a quest, that you have the possibility of making.

Native people

They only move in the outside place, and you meet them in the past world. They can attack you.

Robot

Robots are in the place inside the building conversely of the native people. Like the native people some robots are bad and want to kill you.

Zombie

Zombies can be everywhere in the map. Be careful all the zombies want your skin, and yours they attack are the most powerful, but they exist only in the post-apocalypse world.

Detailed commands

help

(PD) This command is the most important of all. This provides a quick description of every command available in the game, according to the following display:

<command name> : <command description>

quit

(PD) This command is necessary to properly close the game. The game will ask you every time a new command until you enters this command. For now, there is no possibility to save the game. However, if a future version provides it, this will be the quit command that will do it.

go <place>

(PD) To be able to move from a place to another place, you will need to use the go command. This command is followed by a place name, corresponding to an adjacent place. The list of available places is displayed inside the look command result (as described later).

(PD) The movement from a place to another place depends of an exit, which can be closed by a key or an enigma for example. These events are automatically unclenched when you try to access to another place.

look (<object>)

(PD) This command, launched without argument, provides a simple description of the current place. The description is simple so it does not list every objects you can take. However, as said previously, this command displays a list of adjacent places.

(PD) The look command is also available with an argument, corresponding to an item name. Using in this way, this command provides a description of the object. You need to have the object in your possession to use this command.

search

(PD) This command is the complement of the look command (in its simple format). Indeed, it corresponds to a better look of the place, and according to this, you can see the list of available items.

bag

(PD) This command displays a list of item in your possession. The word “bag” is rather symbolic, because the list contains every item that you previously took and did not drop (respectively with the take command and the drop command, described later)

take <object>

(PD) The take command, followed by a item name, move an object from a place to your bag. So, after that, the item will not be displayed with the search command, but will be included in the result of the bag command.

drop <object>

(PD) This command is the exact opposite of the take command. The item will be moved from your bag to the current place.

use <object>

(PD) The 'use' verb is a generic term. It can be a lot of different things. If you 'use' an apple, you will eat it, if you 'use' a lamp, you will turn on it, and so on. This command can unclench enigmas.

hit

(PD) This command is useful when an enemy attacks you. Enemies don't have health points, so the effect of this command is to push your assailant to allow you to escape (otherwise you will lose your own health point...).

Tricks

(JF) It's important to talk with every modern person, because they are implicated in the main quest, but potentially also in secondary quest.

(JF) Against a robot it is advised to flee, because they are very complex machines and resistant.

Technical support

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Material :

You need to have the Java Runtime Environment (JRE) installed in your computer.

Available on <http://www.java.com/fr/download/>

Notes :
